

Champion

As a Champion, you are not merely someone who one day picked up a sword. Ordinary humans have limits and you were born destined to surpass them. As a Champion you are the product of god mating with a mortal, or perhaps one of your ancestors had and you have been blessed to have this divine bloodline manifest strongly within you. Maybe you were directly granted the blessing of a deity who granted you physical and martial prowess in exchange for service or simply a whim.

As a Champion increases in level, refer to the following table to determine how your attributes grow:

CHAMPION PROGRESSION TABLE

LEVEL	Hit Dice	Martial Die	Unarmored AC
1	1d10	1d4	12
2	2d10	1d6	14
3	3d10	1d8	16
4	4d10	1d10	18
5	5d10	1d12	20

Hit Dice: A Champions begins the game with 1d10+CON Maximum Hit Points. Every time a Champion increases in level, the Champion rolls the dice indicated on the table in the Hit Dice column. The Champion may choose to keep the old Maximum Hit Point value or change his Maximum Hit Points to the newer value. The Champion may reroll any of the dice a number of times equal to his Constitution Modifier.

Martial Dice: At first level, and as the Champion increases in level he benefits from the **Martial Die**. This die allows him to strike true and enact maneuvers alongside his attacks. When you make an Attack with a weapon, roll an additional die as determined by the Champions level and the according Martial Die indicated. **The Champions normal Hit roll is equal to the d20 + the Martial Die + any other bonuses.** If that Hit meets or exceeds the targets Armor Class, then the Attack hits normally.

In addition, if the result of the d20 + any other bonuses meets or exceeds the targets Armor Class, the Champion may perform a **Martial Maneuver** on that target, and unless stated otherwise you **add the result of the Martial Die to the total damage to that target.**

Unarmored AC: The Champions prowess in battle is not restricted by his equipment. As the Champion increases in level, his capability in avoiding and enduring strikes increases accordingly. The Champions **Armor Class** while not wearing any armor, has a base Armor Class as indicated on the table. In addition, **the Champion may choose whether to use his Dexterity OR Constitution modifier as a bonus** to his Armor Class. The Champion may wield a shield and still retain this benefit.

Rogue

A Rogue is the product of a trickster deity's blessing, or maybe some time in the past the Rogues parent or ancestor was seduced by a trickster deity. Or perhaps the Rogue is simply *that* good. Whatever the case, the Rogue has a knack for disrupting and controlling the battlefield. A Rogue has quick thinking and quicker hands.

As the Rogue increases in level, refer to the following table to determine how your attributes grow:

LEVEL	Hit Dice	Cunning Die	Bonus Tools
1	1d8	1d4	+1
2	2d8	1d6	+1
3	3d8	1d8	+2
4	4d8	1d10	+2
5	5d8	1d12	+3

Hit Dice: A Rogue begins the game with 1d8+CON Maximum Hit Points. Every time the Rogue increases in level, the Rogue rolls the dice indicated on the table in the Hit Dice column. The Rogue may choose to keep the old Maximum Hit Point value or change his Maximum Hit Points to the newer value. The Rogue may reroll any of the dice a number of times equal to his Constitution Modifier.

Cunning die: The Cunning die represents a Rogues ability to multitask, quick wit, and quick actions. There are multiple uses for the Cunning die

Cunning die in Combat:

Whenever a Rogue takes the Attack Action, the Rogue may also roll his **Cunning die**. If

the result of the d20 + Cunning die is greater than the targets Initiative roll, the Rogue may make special additional action before, or after the hit is confirmed or later during that turn. The Rogue may still take the action if the attack itself would miss.

- Use a Tool. If the Tool requires a target: any Attack roll is replaced with the result of the d20 + Cunning die, the save DC is replaced with the result of the d20 + Cunning die.
- Reload a weapon with the loading property
- Disengage from the target
- Take the Hide action
- Activate a Magic Item the Rogue can use.
- Interact with an object

Cunning die for Skill Checks:

Whenever the Rogue makes a Skill Check to Perceive something, search for something, Hide, perform Sleight of Hand, Initiative, determine Surprise, or to dodge an effect the Rogue may add his Cunning die to the roll. **Additionally, the Rogue may choose an area of Expertise** such as History, Persuasion, Athletics, or Acrobatics. For d20 rolls pertaining to that area, the Rogue may add their Cunning die.

Bonus Tools:

A Rogue may carry a number of additional Tools without them counting towards his encumbrance limit according to the bonus shown on the Rogue table.

Sorcerer

A Sorcerer benefits from his divine ancestry in a more miraculous manner granting the Sorcerer the ability to warp reality according to his whims. Or if the Sorcerer is not so lucky as to be descended from the gods, the Sorcerer might have been directly granted the ability to cast Sorceries from a deific patron in exchange for service or as part of a deal.

As the Sorcerer increases in level, refer to the following table to determine how your attributes grow:

SORCERER PROGRESSION TABLE

LEVEL	Hit Dice	Sorcery Dice	Sorceries Known	New Sorcery Level
1	1d6	1d6	4	Up to Level 1
2	2d6	2d6	6	Up to Level 1
3	3d6	3d6	8	Up to Level 2
4	4d6	4d6	10	Up to Level 2
5	5d6	5d6	12	Up to Level 3

Hit Dice: A Sorcerer begins the game with $1d6 + \text{CON}$ Maximum Hit Points. Every time the Sorcerer increases in level, the Sorcerer rolls the dice indicated on the table in the Hit Dice column. The Sorcerer may choose to keep the old Maximum Hit Point value or change his Maximum Hit Points to the newer value. The Sorcerer may reroll any of the dice a number of times equal to his Constitution Modifier.

Sorcery Dice: The Sorcerer casts Sorceries by using his Sorcery Dice. To cast a Sorcery, the Sorcerer chooses to roll a number of Sorcery Dice up to the number shown in the Sorcerer table. The results on each of the dice determine what effects occur. See the Magic section for more detail.

Sorceries Known: At first level, the Sorcerer may choose 4 first level Sorceries to know. The Sorcerer gains the ability to cast these Sorceries using his Sorcery Dice. As the Sorcerer increases in level, the number of Sorceries known also increases. When the Sorcerer gains a level, he may choose an additional number of Sorceries to learn the maximum number of Sorceries the Sorcerer may know at that level minus the current number of Sorceries the Sorcerer knows. **A Sorcerer does not need to learn the maximum number of Sorceries available for his current level**, opting to save his number of Sorceries known to learn a greater quantity of stronger Sorceries at a later level.

For example, a first level Sorcerer may choose to only learn 3 Sorceries. When that Sorcerer advances to level 3, he may decide to learn 5 level 2 Sorceries and bring his number of known Sorceries up to the limit of 8.

The maximum level the new Sorceries learned can be at a given level is shown in the Sorcerer table.

Spell Mishap: Whenever Sorcery dice are rolled, there is a chance of a mishap. Whenever a die result is a 1, there are increasingly dire consequences the caster faces:

Elf

Elves are the product of an age long past. Through the ages each race has gained the Blessing of the gods and inevitably lost them as well. Because the gods have since grown bored of elves, elves have lost the benefits that races with the Blessing may utilize.

The absence of the Blessing echoes throughout the elven people's life. As a result, an elf cannot perform many of the feats that humans (who current have the blessing) can accomplish. It is believed that like every other race who has eventually lost the gods Blessing, humans will inevitably lose the blessing and a new race will take their place.

Some elves hope to gain the attention of gods through adventuring, and hopefully regaining the Blessing for the elven race. Though elves lack the blessing, their history of mingling with the gods has enabled many elves to retain and inherit minor magical abilities.

ELF PROGRESSION TABLE

LEVEL	Hit Dice	Elfcraft Die	Elfcraft Known
1	1d8	1d4	1
2	2d8	1d6	2
3	3d8	1d8	3
4	4d8	1d10	4
5	5d8	1d12	5

Hit Dice: An Elf begins the game with 1d8+CON Maximum Hit Points. Every time the Elf increases in level, the Elf rolls the dice

indicated on the table in the Hit Dice column. The Elf may choose to keep the old Maximum Hit Point value or change his Maximum Hit Points to the newer value. The Elf may reroll any of the dice a number of times equal to his Constitution Modifier.

Elfcraft: Because of remnants of a bygone age where Elves were blessed by the Gods, many elves retain minor magical abilities. An Elf can use its action to create magical effects. If the Elfcraft requires a hit or a saving throw against the effect, the Hit or Save DC is equal to 1d20 + the Elfcraft die

Alternatively, an Elf may weave magic with its Attacks. When an Elf takes the Attack action, it may also roll its Elfcraft die. The Elf adds the Elfcraft die to the Attack roll and Hits if the d20 + Elfcraft die meets or exceeds the targets Armor class. In addition, on a successful hit a spell with a casting time of 1 action is cast as well. In this case, the spell Attack is the result on the d20 and/or if it requires a Save the DC is the result on the d20.

Whenever the Elfcraft Die rolls a 1 the spell automatically fails, and the Elf loses the ability to cast that spell until the next day.

Cursed: Because of some forgotten curse, **Elves cannot use metal equipment.** An elvish craftsman can craft elvish equipment usable by elves, with the statistics of the equivalent item, by paying the cost of the item times 10. An elf in contact with metal takes 1 damage a round and loses concentration on any spell it is concentrating on.

Equipment

Adventurers utilize many options to increase their chances of survival.

WEAPONS

TYPE	Damage	Properties	Cost
SHORTSWORD	1d6 slashing	Light	
DAGGER	1d4 piercing	Light, Thrown(20ft), Tool	
SPEAR	1d6 piercing	Versatile(1d8), Reach, Thrown(20ft)	
LONGSWORD	1d8 slashing	Versatile(1d10)	
AXE	1d8 slashing	Versatile(1d10)	
MACE	1d8 blunt		
GREATSWORD	2d6 slashing	Two-Handed	
GREATAXE	1d12 slashing	Two-Handed	
HALBERD	1d10 slashing	Two-Handed, Reach	
SHORTBOW	1d6 piercing	Two-Handed, Range(80ft)	
LONGBOW	1d8 piercing	Two-Handed, Range(120ft)	
LIGHT CROSSBOW	1d10 piercing	Two-Handed, Loading, Range(80ft)	
HEAVY CROSSBOW	1d12 piercing	Two-Handed, Loading, Range(120ft)	
PISTOL	2d8 piercing	Light, Loading, Loud, Range(30ft)	2500
MUSKET	3d6 piercing	Two-Handed, Loading, Loud, Range(40ft)	5000

ARMOR

TYPE	AC	Requirement	Cost
UNARMORED	11+DEX	~	
LEATHER	13+DEX	6 Strength	
SCALE	15+Dex	8 Strength	
RING	14	10 Strength	
CHAIN	16	12 Strength	
PLATE	18	15 Strength	
SHIELD	+2	10 Strength	

TOOLS

TYPE	Properties	Cost
POCKETSAND	Thrown(5ft), Make an Attack to blind target for 1 round DC 12 dexterity save.	
POISON(VIAL)	Coat weapon or up to 3 arrows or bolts. Target hit by poisoned weapon makes DC 12 constitution Save or takes 2d4 damage poison damage. 1 use of poison damage per coating	
HAND MIRROR	Allows you to look around corners. If in direct sunlight can make an Attack within 60ft to blind enemy for 1 round.	
ROPE		
THIEVES TOOLS	Unlock locked doors or disarm traps.	
NET	Thrown(15ft), Make an Attack to restrain target. Target breaks free with a DC 12 strength check.	
SLEEP POWDER	Thrown(5ft), 1d4-1 HD of targets within 5 ft radius of target location fall unconscious in order of least HD to most.	600